

## Residency Application, 01.03.2007

I express the desire to explore participatory workshop models with a peer-to-peer theme, working in collaboration with young people, to develop and curate a public programme of downloaded local clip-culture, for example using BitTorrent protocol and exploring/selecting content already posted on proprietary platforms such as YouTube.

This model is based on idea that workshop peers develop and curate the programme content according to their own interest, self-organise and promote the activities; to be shared with others in semi-public/self-designated-public space; collaboratively in critical-reflective dialogue, exploring self and Other representations. It is hoped that the workshop will facilitate a dialogical structure which flattens distinction between the participant and organiser.

The workshop activity would aim to extend from the terminology of file-sharing networks, to communicate from ones own perspective and subjective interest, making visible and illustrating this vibrant, emerging and popular practice in public space.

It is in my opinion, a starting point for exploring grassroot and collective representational storymaking processes.

The project follows inspiration from the development of discourse relating peer-to-peer technology to its application within society, as promoted for example by Michel Bauwens of P2P Foundation. The Izmir workshop period was very short, however it indicated that the structure allowing each participant to share in the activity of interest of the other was an interesting way to share variable, imbalanced and multidisciplinary experience and knowledge. The proposal will be implemented by setting up an organisational structure which will facilitate with the youth groups which have previously worked at Eyebeam Education Lab, to finding ways to bring their personal, specialised interests and knowledge to others. Other than a scheduling platform such as a wiki, physical meetings will be an important aspect of the project, for example setting up a regular 'clip-kino' event, showing each other downloaded clips.

## Questions from Eyebeam residency application..

**What is the ultimate goal or final form you envision for this work/research e.g., a workshop series, graphics plug-in, interactive installation, software release or DIY kit? (1500 characters max)**

A workshop series, with the production of a DIY peer2peer support pack as the final form of the research/residency period, including sharing of methodologies, testimonies, references, filesharing legal information etc.

**Describe your process and/or approach to developing your work. Also, briefly, include what resources, facilities, hardware, software, operating system(s) or other physical or technical support you will need to accomplish your proposed goals? (2000 char)**

My approach involves working in the combined roles of initiator, participant, author and curator. I have been influenced by sharing new media practices with young people in the community arts model of the UK, updated more recently by critical and social-democratic perspectives of Nordic engaged-art practices, and experimental technology workshops. I am currently interested in: notions of Not-Yet-Become, hybrid host-guest relationships, Bohmian dialogue, the bare-bones story model, and peer production/distribution frameworks.

I often use wiki platforms as a means to organise projects, and access to such a service on a server is a basic need. Other resources would be connected to the activities and needs proposed by the participants.

**Please describe how the different lab environments fit with the conceptual approach or disciplinary method you anticipate working with and seek to learn from during your residency. (2000 characters max)**

The Education Lab in particular has been identified already as an environment to develop workshop processes and models which are relevant to creative network and technology cultures. In this way I wish to contribute to the development of the programme and work with the groups who have already a relationship to the centre.

The R & D Open Lab is also of particular interest as its focus on public domain research is dedicated to open processes. I see my proposal as a contribution to the not-yet-formed Open Organisational category.

**Briefly note some favorite art, cultural or technical projects, past or present, that inspire or influence you. (1000 characters max)**

The Networked Open Distributed Events (NODE.London) event of March 2006, due to its open networked event organisation approach. I have been a particular fan of Mongrel UK/Harwood's approach to introducing technological metaphors and practices to young people, an old favorite being 'Digital Hull' 1998, and Nine social software project 2003-2004. I also appreciate the efforts of the Scottish Storytelling Centre in Edinburgh UK, which develops pedagogical loose-leaf workshop support packs to share oral storytelling culture methods.

**Describe your work sample including why it is relevant to your proposed endeavor and how it represents an evolution or new direction in your practice. (2000 characters max)**

My [1st work sample](#) is directly relevant as it shows the workshop wiki which documents the initial manifestation of what this proposal is based upon. In particular, the 'Bringing to the Occasion' link page represents an open and free organised approach to creating this form of peer-organised workshop. The [2nd work example](#) documents the development of my creative organisational practice.

**Please describe how you would like to contribute to Eyebeam's public programming. (2000 characters max)**

I would like to start a 'clip kino' event (peer-to-peer file-showing cinema) with a programme organised by the groups that I work with. I am happy to contribute to the programme also with public presentations of past experiences.

